

## Controller for a game machine.

Patent Number:  EP0470615, B1

Publication date: 1992-02-12

Inventor(s): INOUE YOSHIHIRO (JP); ASHIDA KENICHIRO (JP)

Applicant(s): NINTENDO CO LTD (JP)

Requested Patent:  GB2247107

Application Number: EP19910113326 19910808

Priority Number (s): JP19900085019U 19900809

IPC Classification: G06F3/023; H01H13/70

EC Classification: H01H9/02C, A63F13/06

Equivalents: AU645462, AU8142991, BR9103361, CA2048167, CN1058728, CN1068700B, DE69114400D,  
DE69114400T, ES2079529T, HK30195, KR9705724Y, MX9100564,  RU2135250,  US5207426

Cited Documents: FR2446007; DE1810119; DE3328612; DE2517573

### Abstract

A controller (10) for a game machine includes a flat shaped housing. A direction designating operator (12) is formed on the left side of upper surface of housing, and operation designating operator (13) is formed on the right side. An operation designating operator (14) is provided on a front side surface of the housing. The operation designating operator includes a key switch (14a) formed on the left side of a front side surface of housing, and a key switch (14b) formed on the right side. Left and right ends of the controller for a game machine are held between left and right palms to be used. While holding controller for a game machine, a player operates direction designating operator by his left thumb, operates operation designating operator by his right thumb. Further, player operates key switch by his left index finger or middle finger placed on the front side surface of housing, and operates key switch by his right index finger or middle finger. In this manner, various and many switches of the controller for a game machine of the present invention can be operated, with very little movement of hands of a player holding the controller. 

Data supplied from the esp@cenet database - I2

# (12) UK Patent Application

(19) GB (11) 2 247 107 (13) A

(43) Date of A publication 19.02.1992

(21) Application No 9116848.4

(22) Date of filing 05.08.1991

(30) Priority data

(31) 02085019U

(32) 09.08.1990

(33) JP

(71) Applicant  
Nintendo Co Ltd

(Incorporated in Japan)

60 Fukuinekamitakamatsu-cho, Higashiyama-ku,  
Kyoto-shi, Kyoto-fu, Japan

(72) Inventors  
Yoshihiro Inoue  
Kenichiro Ashida

(74) Agent and/or Address for Service  
Stevens Hewlett & Perkins  
1 St. Augustine's Place, Bristol, BS1 4UD,  
United Kingdom

(51) INT CL<sup>6</sup>  
H01H 13/70, G06F 3/02

(52) UK CL (Edition K)  
H1N NBH N593 N626 N649 N654 N664 N700 N705  
N717 N74X N740 N854  
F2Y YTB Y108 Y3121  
U1S S1172 S2123

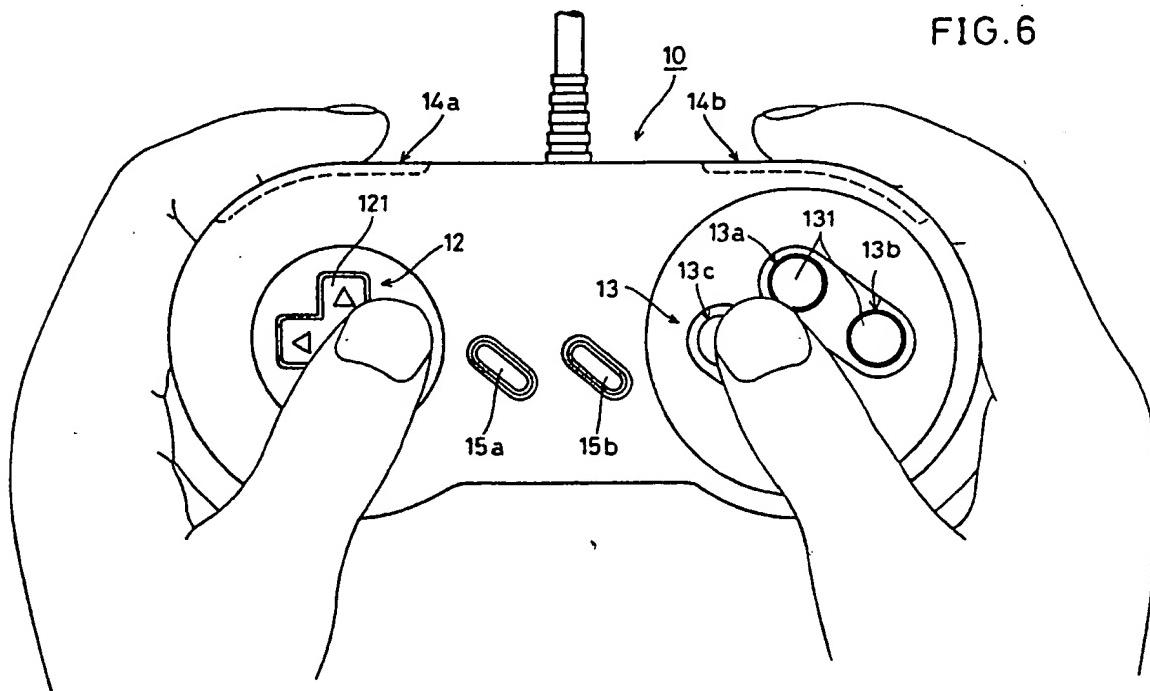
(56) Documents cited  
GB 2193794 A GB 2106324 A GB 0781388 A  
WO 84/03051 A1 US 4816622 A US 4791408 A

(58) Field of search  
UK CL (Edition K) F2Y YTA YTB, H1N NBG NBH  
NGA NUG NUH NUJA NUJB NUJX  
INT CL<sup>6</sup> G05G, G06F, H01H

## (54) Controllers for game machines

(57) A controller 10 for a game machine is held between two hands and includes a generally flat shaped housing having an upper surface, a lower surface and a side surface separating the upper and lower surfaces. Direction and operation designating switches 12, 13 are provided on the upper surface of the housing so as to be operable by an operator's thumbs. A further operation designating switch 14a, 14b is provided on the side surface of the housing 11 so as to be operable by an operator's finger. The side surface switch 14a, 14b includes an elongate pivotable operating key for depressing a movable contact of the switch which is located in a holder (145, Fig 3). In this manner, various and many switches of the controller 10 for a game machine can be operated, with very little movement of hands of a player holding the controller.

FIG. 6



GB 2 247 107 A